

# Durango Adult Hockey League Rules

## 1.0: League Format

**Levels:** Level A (Highest) / Level B / Level C/Level D Coed

**Regular Season Format Level A,B,D:** 15 games

**Regular Season Format Level C** 14 games

**Playoff Format:** Single elimination tournament for levels A,B,D. Double elimination format for level C

### Standings:

WIN: 2pts

LOSS: 0pts

Tie: 1pt

### Tiebreakers:

Head- to -head record

Overtime losses

Fewest goals against

Coin toss

**Forfeits:** 3 or more forfeits during regular season play will result in the team being ineligible for playoffs.

**Game Cancellations:** Canceled games shall not be rescheduled.

## 3.0: Rosters

**Roster Freeze:** Rosters will be frozen on December 19.

**Player Eligibility:** All players must be 18 or older as of the date of the registration due date.

**Individual Player Roster Limit:** Players can only be rostered on one team. Goalies may be rostered on multiple teams.

**Roster Signatures:** All players MUST sign the roster before participating in any game. If a person plays in a game without signing the roster, the team will forfeit the game. If a person plays in a game posing as someone else, the team will forfeit the game.

**Roster Size:** No roster shall have more than 20 registered players.

**Roster Violation:** Failure to follow any roster rules shall result in the team forfeiting the game(s) in which the roster violation occurred.

**Roster Changes:** Any rosters changes, after the roster freeze, must be approved by a unanimous vote by the Team Captains of the respective level. The Hockey Director shall cast a vote in the event of a tie. A \$40 fee will be assessed for any additional players after the initial roster submission.

**Sandbagger:** A player deemed to be playing a level below their ability may be removed by a majority vote of the Team Captains of the affected level. The Hockey Director shall cast a vote in the event of a tie.

**Hockey Director (Matt Nimetz):** Hockey Director can make any final roster decision for the best interest of the league. Hockey Director also hands down punishments, fines, etc.

#### **4.0: Equipment**

**Required Equipment:** Helmet WITH chin strap, hockey gloves, elbow pads, shin pads, hockey stick, padded pants, skates, jerseys. Equipment must be worn properly. Goalie equipment may only be worn by goalies; players may not skate out with any goalie gear.

**Helmet Shields:** Helmet shields or cages are not required for level A. A minimum of a half shield is required for level B and below.

**Jersey Numbers:** Jersey numbers must match the player's number on the roster and score sheet. All players must have a team jersey. Goalies must have a team jersey or a jersey of similar color (if the team jersey is white, don't done a dark jersey).

#### **5.0: Game Format**

**Punctuality:** Teams must have a minimum of 5 players ready at the scheduled game time. Failure to have the minimum required number of players shall result in a forfeit.

**Score Sheets:** All players must check in with the score keeper before entering the ice.

**Warm-up:** 3 minutes

**Periods:** 3-12 minute stop-clock periods.

**Period Break:** 1 minute

**Overtime:** Immediate 3 vs 3, 5 minute run time sudden death period. **If no team scores in overtime the game shall result in a tie.**

**Playoff Overtime:** Immediate 3 vs 3, 5 min sudden death run time period, followed by a 3 vs 3 SHOOTOUT, followed by a "sudden death" shootout. All players must shoot before a player can repeat.

**1-hour limit:** Game time will be modified as necessary so as not to exceed 1 hour with the exception of playoff games.

## **6.0: Playing Rules and Discipline**

**USA Hockey:** USA Hockey Body Contact category rules shall be followed unless otherwise specified.

### **Player Ejection:**

Officials may eject a player for any reason they deem is in the best interest of safety and sportsmanship.

Any player receiving a game misconduct will receive a 1 game suspension.

Any player who receives 4 minor penalties shall receive a game misconduct and be ejected from the game.

Ejected players are required to remove themselves from Chapman Hill immediately. Failure to leave Chapman Hill will result in a forfeit for the ejected player's team.

If a player is ejected from 2 games within a single season, the player shall be, at a minimum, suspended for 1 year beginning the date of infraction.

## **7.0: Chapman Hill Policies**

**Alcoholic Beverages:** Alcoholic beverages are not permitted at Chapman Hill.